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F-15

City War
INSTRUCTION MANUAL

IT'S A WAR OUT THERE AND IT'S HAPPENING IN YOUR OWN BACKYARD. NOW IT'S UP TO YOU TO DEFEND OUR CITY. YOU AND YOUR ALL-OUT FIGHTING MACHINE—AN F-15 WITH SUPERSONIC SPEED AND AN UNLIMITED SUPPLY OF AMMO. YOU'VE ONLY GOT TWO CHOICES. PROTECT IT OR DIE!

YOU'RE PUMPED.



The adrenaline is rushing. Things are getting out of control. Choppers. Jets. Gun boats. Tanks. Giant robots. And they're coming at you non-stop through five hair-raising stages of battle. This is real-life action where you can blast 'em with machine guns or fire missiles at your adversaries head on. Prepare to:

- ▶ Ambush tanks that are out to destroy your city streets
- ▶ Decimate gun boats and choppers from high above the deep blue
- ▶ Maneuver through the trenches as you dodge tanks and hostile robots
- ▶ Blow up missile silos as you launch your ocean assault
- ▶ Blast tanks and jets as you struggle to retain control in the deep, dark cave
- ▶ And the fighting isn't over until you wipe out the enemy's command vessel at the end of each and every stage.

Now turn on the power and prove that you're a hero.

UNLEASH THE POWER.

1. Make sure the power switch on your control desk is OFF.
2. Insert F-15 City War game cartridge.
3. Turn the power switch ON. You're in command.

Initiate Action

Press the START button to activate one of your five available F-15s. The game action won't stop until every last one is shot down.

YOU'RE IN CONTROL.

Before you take-off you should know your control pad like the back of your hand.

START:

To start a new game/to pause while playing the game.

BUTTON A:

To launch missiles.

CONTROL PAD:

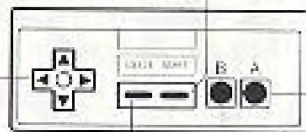
Moves your F-15 up, down, left, right. You're a maneuvering machine.

SELECT:

To continue game.

BUTTON B:

To fire machine guns.



SCORING HIGH.

F-15 CITY WAR

STAGE 1 END

NO OF HIT: 100

SHOTS: 00000

SCORE: 00000

MISSILE: 00000

With five F-15s and endless ammunition, you've got the opportunity to score high.

At the end of each stage, the number of hostile enemies you've shot down will be calculated and your score will be displayed on screen.

Thank you for purchasing F-15 City War. We hope it will provide you with many hours of fun and excitement.

This equipment generates and uses radio frequency energy and that, if not used properly, that such use in accordance with the manufacturer's instructions may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Remove the receiver antenna
- Plug into the NES with lead solder to the receiver
- Move the NES away from the receiver
- Plug the NES into a power supply so that computer and receiver are on different circuits

If you are a user, you should consult the center or an experienced individual in your network for additional suggestions. The user may find the following topics prepared by the Federal Communications Commission helpful:

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American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name															Last Name																			
Street Address																																		
City																				State					Zip Code					Age				
Area Code & Phone Number																																		

Thank you for purchasing F-15 City War. Please take a moment to answer these questions:

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

Playability:	10	9	8	7	6	5	4	3	2	1
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Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1

Overall Rating: 10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

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